

Listing of Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

1. (Currently Amended) A computer-readable recording medium having recorded therein a video game program for transforming, **in a virtual three-dimensional space**, a three-dimensional object having a form at least a part of which is determined by a plurality of vertexes associated with a cluster,

said computer-readable recording medium having recorded therein a program for causing a computer to

acquire, in each frame display period, an amount of parallel movement of said cluster according to animation data defining a movement of said three-dimensional object and including an amount of parallel movement of said cluster in a plurality of frame display periods, **wherein the amount of parallel movement is defined by an amount of movement of said cluster in each of the three-dimensions of the virtual three-dimensional data space**; and

calculate, ~~according to said amount of parallel movement of said cluster acquired and a weight predefined for each said vertex corresponding to said cluster~~, an amount of parallel movement of each said vertex **by, for each vertex of said cluster, multiplying the amount of movement of said cluster in each of the three dimensions of the virtual three-dimensional space by a weight predefined for that vertex**, and moving, according to ~~[[this]]~~ **these** calculated ~~[[amount]]~~ **amounts** of parallel movement, said vertexes parallel to each other in each said frame display period.

2. (Original) A computer-readable recording medium for a video game according to claim 1, wherein said computer is further caused to

move, according to a movement of a joint in a virtual skeleton defining a framework of said three-dimensional object and including a plurality of joints, each of said plurality of vertexes being associated with at least one of said plurality of joints, said vertex corresponding thereto after the parallel movement of said vertexes.

3. (Previously Presented) A computer-readable recording medium for a video game according to claim 1, wherein said acquisition of the amount of parallel movement of said cluster includes:

determining whether an amount of parallel movement of each said cluster in a frame display period being processed is defined or not in said animation data;

calculating, if it is determined that the amount of parallel movement of each said cluster in said frame display period being processed is not defined in said animation data, the amount of parallel movement of each said cluster in said frame display period being processed according to an amount of parallel movement of each said cluster in a frame display period having already been processed and an amount of parallel movement of each said cluster in a frame display period to be processed later; and

acquiring, if it is determined that the amount of parallel movement of each said cluster in said frame display period being processed is defined in said animation data, the defined amount of parallel movement of each said cluster in said frame display period being processed.

4. (Currently Amended) A three-dimensional object transforming method in a video game for transforming a three-dimensional object having a form at least a part of which is determined by a plurality of vertexes associated with a cluster, said method including:

acquiring, in each frame display period, an amount of parallel movement of said cluster according to animation data defining a movement of said three-dimensional object and including an amount of parallel movement of said cluster in a plurality of frame display periods, **wherein the amount of parallel movement is defined by an amount of movement of said cluster in each of the three-dimensions of the virtual three-dimensional data space**; and

calculating, ~~according to this acquired amount of parallel movement of said cluster and a weight predefined for each said vertex corresponding to said cluster,~~ an amount of parallel movement of each said vertex **by, for each vertex of said cluster, multiplying the amount of movement of said cluster in each of the three dimensions of the virtual three-dimensional space by a weight predefined for that vertex,** and moving, according to ~~[[this]]~~ **these** calculated ~~[[amount]]~~ **amounts** of parallel movement, said vertexes parallel to each other in each said frame display period.

5. (Original) A three-dimensional object transforming method in a video game according to claim 4, further including:

moving, according to a movement of a joint in a virtual skeleton defining a framework of said three-dimensional object and including a plurality of joints, each of said plurality of vertexes being associated with at least one of said plurality of joints, said vertex corresponding thereto after the parallel movement of said vertexes.

6. (Previously Presented) A three-dimensional object transforming method in a video game according to claim 4, wherein said acquisition of the amount of parallel movement of said cluster includes:

determining whether an amount of parallel movement of each said cluster in a frame display period being processed is defined or not in said animation data;

calculating, if it is determined that the amount of parallel movement of each said cluster in said frame display period being processed is not defined, the amount of parallel movement of each said cluster in said frame display period being processed according to an amount of parallel movement of each said cluster in a frame display period having already been processed and an amount of parallel movement of each said cluster in a frame display period to be processed later; and

acquiring, if it is determined that the amount of parallel movement of each said cluster in said frame display period being processed is defined in said animation data, the defined amount of parallel movement of each said cluster in said frame display period being processed.

7. (Currently Amended) A video game apparatus, which comprises a computer-readable storage medium storing a program for a video game which transforms a three-dimensional object having a form at least a part of which is determined by a plurality of vertexes associated with a cluster, and a computer which reads out and executes at least one of said programs from said computer-readable storage medium to perform the read out program,

acquiring, in each frame display period, an amount of parallel movement of said cluster according to animation data defining a movement of said three-dimensional object and including an amount of parallel movement of said cluster in a plurality of frame display periods, **wherein the amount of parallel movement is defined by an amount of movement of said cluster in each of the three-dimensions of the virtual three-dimensional data space**; and

calculating ~~-, according to this acquired amount of parallel movement of said cluster and a weight predefined for each said vertex corresponding to said cluster,~~ an amount of parallel movement of each said vertex by, for each vertex of said cluster, multiplying the amount of movement of said cluster in each of the three dimensions of the virtual three-dimensional space by a weight predefined for that vertex, and moving, according to ~~[[this]]~~ these calculated ~~[[amount]]~~ amounts of parallel movement, said vertexes parallel to each other in each said frame display period.

8. (Currently Amended) A video game apparatus for transforming a three-dimensional object having a form at least a part of which is determined by a plurality of vertexes associated with a cluster, said apparatus having:

a computer; and

a computer-readable recording medium having recorded therein a program to be executed by said computer;

said program causing said computer to execute:

an acquiring process for acquiring, in each frame display period, an amount of parallel movement of said cluster according to animation data defining a movement of said three-dimensional object and including an amount of parallel movement of said cluster in a plurality of frame display periods, wherein the amount of parallel movement is defined by an amount of movement of said cluster in each of the three-dimensions of the virtual three-dimensional data space; and

a moving process for calculating ~~-, according to this acquired amount of parallel movement of said cluster and a weight predefined for each said vertex corresponding to said cluster,~~ an amount of parallel movement of each said vertex by, for each vertex of said cluster, multiplying the amount of movement of said cluster in each of the three dimensions of the virtual three-dimensional space by a weight predefined for that vertex, and moving, according to ~~[[this]]~~ these calculated ~~[[amount]]~~ amounts of parallel movement, said vertexes parallel to each other in each said frame display period.

9. (Currently Amended) A video game program for transforming a three-dimensional object having a form at least a part of which is determined by a plurality of vertexes associated with a cluster,
said computer program for causing a computer to

acquire, in each frame display period, an amount of parallel movement of said cluster according to animation data defining a movement of said three-dimensional object and including an amount of parallel movement of said cluster in a plurality of frame display periods, **wherein the amount of parallel movement is defined by an amount of movement of said cluster in each of the three-dimensions of the virtual three-dimensional data space**; and

calculate, ~~according to this acquired amount of parallel movement of said cluster and a weight predefined for each said vertex corresponding to said cluster~~, an amount of parallel movement of each said vertex **by, for each vertex of said cluster, multiplying the amount of movement of said cluster in each of the three dimensions of the virtual three-dimensional space by a weight predefined for that vertex**, and moving, according to ~~[[this]]~~ **these** calculated ~~[[amount]]~~ **amounts** of parallel movement, said vertexes parallel to each other in each said frame display period.

10. (Currently Amended) A computer program for transforming a three-dimensional object having a form at least a part of which is determined by a plurality of vertexes associated with a cluster,
said computer program for causing a computer to

acquire, in each frame display period, an amount of parallel movement of said cluster according to animation data defining a movement of said three-dimensional object and including an amount of parallel movement of said cluster in a plurality of frame display periods, **wherein the amount of parallel movement is defined by an amount of movement of said cluster in each of the three-dimensions of the virtual three-dimensional data space**; and

calculate, ~~according to this acquired amount of parallel movement of said cluster and a weight predefined for each said vertex corresponding to said cluster~~, an amount of parallel movement of each said vertex **by, for each vertex of said cluster, multiplying the amount of movement of said cluster in each of the three dimensions of the virtual three-dimensional space by a weight predefined for that vertex**, and moving, according to ~~[[this]]~~ **these** calculated ~~[[amount]]~~ **amounts** of parallel movement, said vertexes parallel to each other in each said frame display period.